

SERVICE MANUAL

GYRU55

CENTURI, INC. 245 W. 74th PLACE HIALEAH, FLA. 33014

CUSTOMER SERVICE:

TEL. #(305) 558-5200 (IN FLORIDA)

TEL. #(800) 327-7710 (OUTSIDE FLORIDA)

TELEX: 803694 ANSB CENTURI CABLE: CENTURI

GYRUSS TABLE OF CONTENTS

Ι.	GENERAL INFORMATION:	<u>PAGE NO</u> .
	USER INFORMATION INTRODUCTION & NOTES GAME DESCRIPTION SUMMARY	- 2
II.	OPERATION:	
	GAME INSTRUCTIONS & POINTS SCORING	5-6 7 8
	110/220 VAC INTERCONNECT DIAGRAM ROUTINE MAINTENANCE & SERVICE, POWER SUPPLY	
III.	GAME PARTS DRAWINGS, PARTS LISTS & SCHEMATICS:	10
	CABINET FRONT VIEW	12 13
	CONTROL PANEL EXPLODED VIEW & PARTS LISTFRONT PLATE EXPLODED VIEW	15
	COIN DOOR EXPLODED VIEW, PART 1	17
	COIN DOOR PARTS LIST 1COIN DOOR EXPLODED VIEW, PART 2	
	COIN DOOR PARTS LIST 2	20
	PAL POWER SUPPLY PSR-703-AE SCHEMATIC	
	POWER SUPPLY PARTS LIST	
	CONTROL PANEL HARNESS	25
	CABINET POWER HARNESSSCHEMATICS	
	SCHEIN I I CO	- 21-20

USER INFORMATION - F.C.C.

WARNING

THIS EQUIPMENT GENERATES, USES, AND CAN RADIATE RADIO FREQUENCY ENERGY, AND IF NOT INSTALLED AND USED IN ACCORDANCE WITH THE INSTRUCTION MANUAL, MAY CAUSE INTERFERENCE TO RADIO COMMUNICATIONS. AS TEMPORARILY PERMITTED BY REGULATION, IT HAS NOT BEEN TESTED FOR COMPLIANCE PURSUANT TO SUBPART J OF PART 15 OF F.C.C. RULES, WHICH ARE DESIGNED TO PROVIDE REASONABLE PROTECTION AGAINST SUCH INTERFERENCE. OPERATION OF THIS EQUIPMENT IN A RESIDENTIAL AREA IS LIKELY TO CAUSE INTERFERENCE IN WHICH CASE, THE USER AT HIS OWN EXPENSE WILL BE RQUIRED TO TAKE WHATEVER MEASURES MAY BE REQUIRED TO CORRECT THE INTERFERENCE.

INTRODUCTION

GYRUSS IS A MICROPROCESSOR BASED COIN-OPERATED ELECTRONIC GAME, THAT MAKES EXTENSIVE USE OF DIGITAL INTERGRATED CIRCUITRY AND TELEVISION MONITOR CONCEPTS. THIS MANUAL IS DESIGNED FOR THE USE OF MAINTENANCE TECHNICIANS WHO POSSES A GENERAL WORKING KNOW-LEDGE OF SOLID-STATE CIRCUITRY, AND VIDEO MONITOR THEORY. ANY INDIVIDUAL NOT KNOWLEDGEABLE IN THESE AREAS SHOULD NOT ATTEMPT REPAIR OF THE ELECTRONIC PORTIONS OF THE GAME.

IN ADDITION TO THIS MANUAL AND TRAINING IN ELECTRONICS, TROUBLE-SHOOTING AND REPAIR WILL BE FACILITATED BY ACCESS TO GENERAL-TYPE HANDTOOLS, A MULTIMETER, A 50 OR 100 MHz OSCILLOSCOPE AND A LOGIC PROBE WOULD BE HELPFUL.

TECHNICAL ASSISTANCE IS AVAILABLE BY CALLING (305) 558-5200. QUESTIONS OR COMMENTS CONCERNING GYRUSS OR ANY OF OUR GAMES ARE WELCOME AND SHOULD BE DIRECTED TO:

CENTURI, INC.

CUSTOMER SERVICE DEPARTMENT

#800-327-7710 (OUTSIDE THE STATE OF FL.)

(305) 556-5888 (IN FLORIDA)

<u>NOTES</u>

<u>NEVER</u> REPLACE ANY COMPONENTS WITH ANYTHING OTHER THAN THE EXACT REPLACEMENT PARTS.

NEVER REMOVE CIRCUIT BOARD CONNECTIONS WHILE POWER IS ON.

DO NOT REPLACE THE FUSE WITH ANYTHING OTHER THAN THE PROPER VALUE.

A BLOWN FUSE INDICATES AN OVERLOAD CONDITION WITHIN THE GAME.

REPLACING THE FUSE WITH A HIGHER VALUE CAN CAUSE SEVERE DAMAGE TO INTERNAL COMPONENTS IF AN OVERLOAD OCCURS.

ALWAYS CONSULT THE MANUAL BEFORE ATTEMPTING REPAIRS.

GYRUSS GAME PLAYING INSTRUCTIONS

Object Of Game;

Fly through the universe to reach earth.

Playing Instructions:

- 1. Fly spaceship around the circle orbit.
- Fire to destroy enemy formations and alien objects appearing on screen.
- 3. Spaceships is destroyed when hit by enemies, bullets, satellites, meteors and electronic wave bands.
- 4. Double firepower for destroying the middle pink warping satellite.

"Chance Stage"

Destroy all enemy formations.

Enemies can not destroy spaceship.

Super Bonus

Destroy all four enemy formations.

GYRUSS

PLAY INSTRUCTION

- *Fly your plane along the circle orbit using the 8-way joystick.
- *Shoot the enemy formation flying from the depth of the screen. (Some enemy planes appear from outside of the screen at higher Phases.)
- *Surviving enemy planes stand by in the depth of the screen.
 After four enemy formations have shown up, all the surviving enemy planes get united and attack on the player.
- *The last two enemy planes try to escape. Shoot them quickly for 1000 points each.
- *Destroy the three warping enemy satellites:

```
500 points for the 1st one
1000 - - - 2nd one
1500 - - - 3rd one
```

- *By destroying the center satellite (pink color) of the three, the player gets extra power and can shoot two bullets at one press of the shooting button. After the player has extra power, 1000, 1500 and 2000 points can be earned respectively for the first, second and third warping satellites.
- *At higher phases, meteors appear which cannot be destroyed, and pairs of other satellites which radiate electromagnetic waves. The player can destroy the satellites for 200 points each.
- *At the "Chance Stages," the enemies cannot defeat the player. 100 points can be earned by shooting one enemy plane. Destroy all the enemy planes in a formation for Bonus Points. The third phase and every fourth phase on are the Chance Stages. Bonus Points on each stage are as follows:

The 3rd phase : 1000 points 7th : 1500 points 11th : 2000 points 15th : 2500 points 19th and on : 3000 points

Special Bonus of 10,000 points are awarded, (depending on Bonus point dip switch setting), by wiping out all the four formations.

OPTIONAL DIP SWITCH SETTINGS

1. Dip Switch No.1 (8P Dip Switch)

Credits

C0in Plays SW1 SW2 SW3 SW4 SW5 SW6 SW7 SW8 1 1 Off On Off Off On Off On Off On Off On Off On On										
1 2 On Off Off Off On On Off On On Off On On Off On On On Off On	C0in	Plays	SW1	SW2	SW3	SW4	SW5	SW6	SW7	SW8
1 3 Off On Off Off On On On Off On	1		Off	Off	Off	Off	Off	Off	Off	Off
1 3 Off On Off Off On <	1	2	On	Off	Off	Off	On	Off	Off	Off
1 5 Off Off On Off Off Off On On Off On On On Off On On On Off On On Off On On Off On On Off On On Off On On Off On	1	3	Off	On	Off	Off	Off	On	Off	Off
1 6 On Off On On Off On On On Off On On On Off On On On Off On On On Off On	1	4	On	On	Off	Off	On	On	Off	Off
1 6 On Off On On Off On On On Off On On On On Off On On On Off On	1	5	Off	Off	On	Off	Off	Off	On	Off
2 1 On On On Off On On On Off 2 3 Off Off Off On Off Off On On Off On On Off On On Off On	1	6	On	Off	On	Off	On	Off	On	
2 1 On On On Off On On </td <td>1.</td> <td>7</td> <td>Off</td> <td>On</td> <td>On</td> <td>Off</td> <td>Off</td> <td>On</td> <td>On</td> <td></td>	1.	7	Off	On	On	Off	Off	On	On	
3 1 Off On On Off On On Off On	2	1	On	On	On	Off	On			Off
3 1 Off On On Off On On Off On	2	3	Off	Off	Off	On	Off	Off	Off	On ·
3 2 On On Off On On On Off On 3 4 Off Off On On Off Off On On 4 1 On Off On On On Off On On 4 3 Off On On Off On On On	2		On	Off	Off	On	On	Off	Off	On
3 2 On On Off On On On Off On 3 4 Off Off On On Off Off On On 4 1 On Off On On On Off On On 4 3 Off On On Off On On On	3	1	Off	On	Off	On	Off	On	Off	On
4 1 On Off On On On Off On On 4 3 Off On On On Off On On On	3	2 .	On	On	Off	On	On	On	Off	On
4 3 Off On On Off On On On	3		Off	Off	On	On	Off	Off	On	On
	4		On	Off	On	On	On	Off	On	On
Free Play On On On On On On	4	3	Off	On	On	On	Off	On	On	On
	Free Pla	ay	On	On	On	On	On	On	On	On
		_								

2. Dip Switch No. 2 (8P Dip Switch)

Number Of Spaceships

Number	SW1	SW2
* 3	Off	Off
4	On	Off
5	Off	On
256	On	On

Game Type

Style	SW3	Players
Table	Off	1 or 2 Players
Upright	On	Only 1 Player

Bonus Points

Bonus Points	SW4
50,000 Pts. and after every 70,000 Points	Off
*60,000 Pts. and after every 80,000 Points	On

2. Dip Switch No. 2 , continues

Level of difficulty

Option	SW5	sw6	SW7
Very easy Easy -1 " -2 " -3 Average Difficult* Very Difficult Most Difficult	off on off on off on off	off off on on off off on on	off off off off on on on

Audio Attraction

Sound Mode	SW8
NO sound in attract mode	off
Sound in attract mode	on*

3. Dip Switch No. 3

Music Mode	SW1
Music Off	Off
Music On	On *

* Denotes Normal Settings

INSTALLATION

Your game was shipped from the factory in ready-to-play condition. A brief inspection is suggested before the machine is removed from the carton. If there is damage to the shipping carton, contact the freight carrier for claim purposes. External damage could indicate possible damage to the cabinet and/or electronics components.

After the carton has been satisfactorily inspected, remove the machine from the shipping carton.

Examine the interior of the game for disconnected wires, cables, or harnesses. Make sure the electronic devices are securely mounted in their sockets, etc. Record the game serial number, since it will be required for reference and servicing.

ELECTRICAL REQUIREMENTS

Unless otherwise specified, this game is set to operate at 110 Volts A.C. (See Fig. 2 and 110/220 VAC conversion instructions.)

Power supply chasis schematic information and parts list are included in this manual.

110/220 VAC CONVERSION INSTRUCTIONS

This game contains a harness configuration which allows the machine to be operated from either a 110 VAC or 220 VAC, 50 $\rm H_{Z}$ or 60 $\rm H_{Z}$ power source. All games shipped from Centuri, Inc., are in the 110 VAC configuration. To change to the 220 VAC configuration follow the procedure below.

FIRST: Unplug the machine from the wall outlet to completely eliminate shock hazards.

SECOND: Remove the single 3 AMP slow-blow fuse found in the A.C. Distribution Bracket, and install two, 1.5 AMP slow-blow fuses. Next cut the #18 AWG. white jumper at both ends of the fuse holder, and replace the cover.

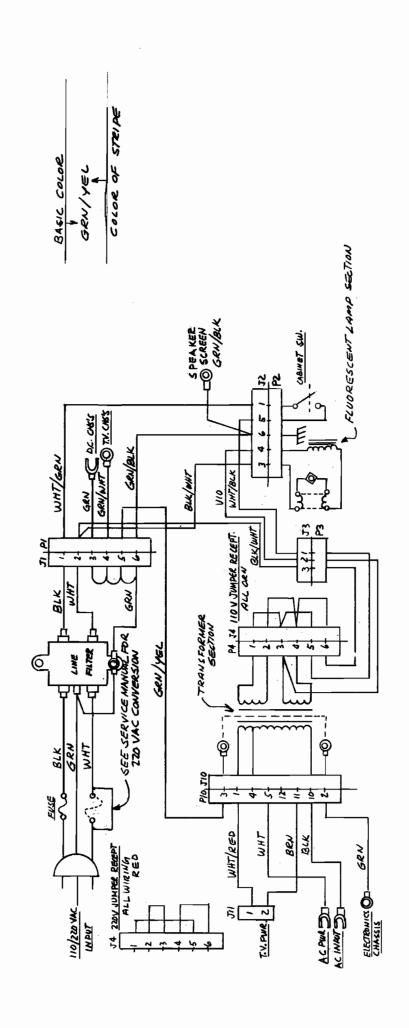
THIRD: On the game power transformer, locate the "orange" jumper plug which is marked, 110 VAC. Unplug the "orange" jumper, and plug in the "red" jumper marked 220 VAC.

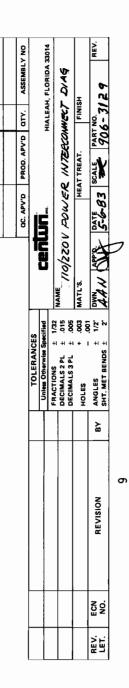
To revert back to 110 VAC, replace the components originally removed from the Steps above.

***NOTE: The common side of the A.C. Line must not be fused in the 110 VAC configuration - Replace the #18 AWG., white jumper wire.

(Refer also to Fig. 1, 110/220 POWER INTERCONNECT DIAGRAM, # 904-0004).







ROUTINE MAINTENANCE & SERVICE

Because of the solid state electronic circuitry, this machine should require very little maintenance, and only occassional adjustments. However, it is necessary to take steps to insure this.

The volume control is located on the bottom side of the printed circuit board, farthest from the side of the cabinet, and can be accessed through the rear door.

The video monitor has been properly adjusted before shipping.

Occassionally minor adjustments are necessary. Technical information, along with schematics, can be found in this manual. Adjustment controls for the monitor are located on the rear of the monitor.

"DO NOT MAKE ANY ADJUSTMENTS ON THIS MACHINE WHILE THE POWER IS ON!" This machine should only be adjusted by a "qualified" technician.

For Service Information, contact:

CENTURI, INC.

CUSTOMER SERVICE DEPARTMENT #800-327-7710 (Outside the State of Fla.) #305-556-5888 (In Florida)

POWER SUPPLY

The Computer Board in this game operates most efficiently and reliably when the power supply is set so the voltage on the Board is 5.0 Volts, ±0.1 Volts. To check this, place a meter across 5 Volts, and ground, at the edge connector. If necessary, adjust the screwdriver control on the power supply, so the meter reads between 4.9 and 5.1 Volts.

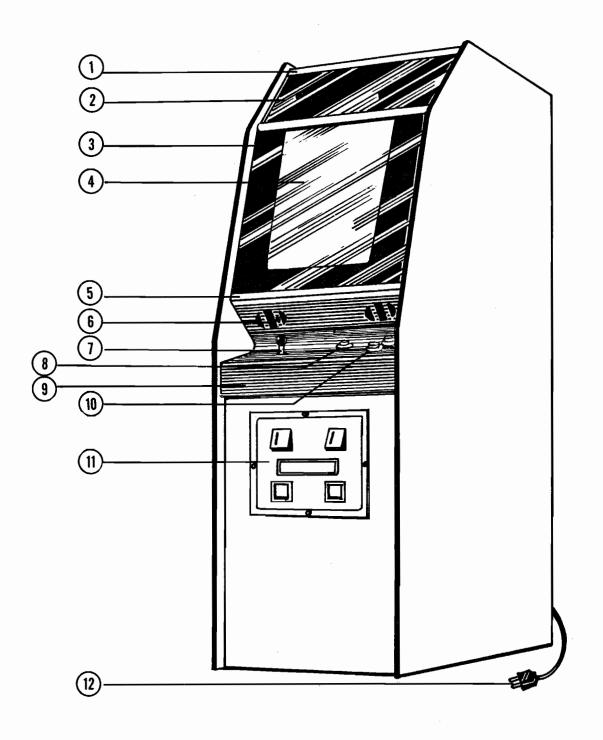


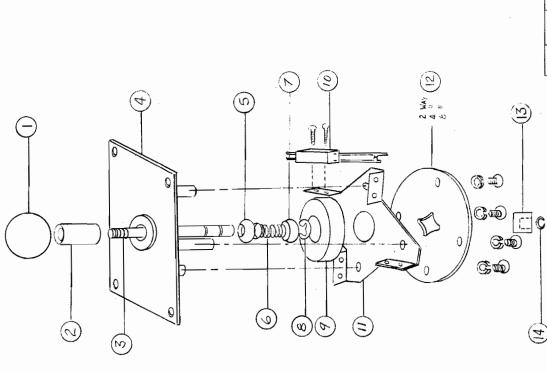
FIG. 2

CABINET FRONT VIEW PARTS LIST

ITEM	PART NUMBER	DESCRIPTION
1	302-2705	Marquee Top Holding Bracket
2	802-3109	Marquee, Gyruss
3	804-3126	Monitor Top Graphic Bezel
4	605-0975	Viewing Glass, #2094
5	302-2704	Glass Holding Bracket
6	403-1171	Speaker, 8 ohm, 6 Watts
7	702-1197	Joystick Ass'y, 8 Way
8	701-1171	Player 1 Start Button/ Fire Button
9	609-3171	Control Deck W/Overlay
10	701-1170	Player 2 Start Button
11	009-4694	Coin Door
12	402-1511	Power Line Cord

(FIG.3) EXPLODED VIEW OF JOYSTICK ASSY

2-4-8 WW JOYSTICK

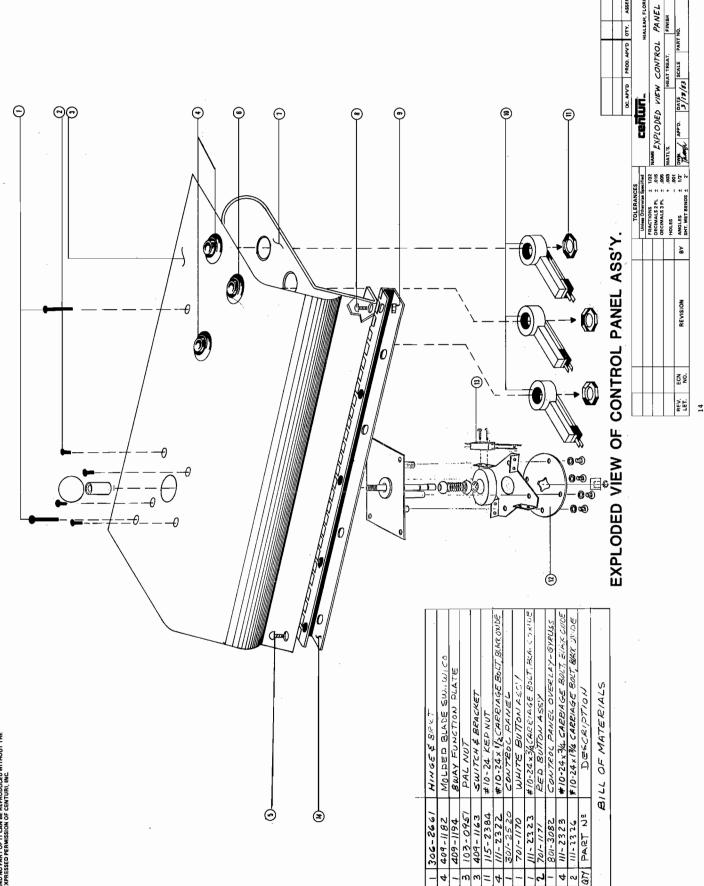


C-RING	8000EE	8 WAY FUNCTION PLATE	BOTTOM SUPPORT PLATE	MOLDED BLADE SW, WICO	NYLON ACTUATOR	ERING	BOTTOM BALL	SPRING	TOP 8ALL	TOP PLATE WELDING ASS'Y	SHAFT	SPACER	13/80,0.846	DESCRIPTION	BILL OF MATERIAL		QC, APV'D PROD, APV'D QTY. ASSEMBLY NO	` 	HIALEAH, FLORIDA 33014		JOYSTICK BWAY MONROE LEAF SW. ASSIY		DWN. APP'D. DATE SCALE PART NO. REV.
702-1200	702-1199	4611-604	5611-607	28/1-607	1611-607	409-1190	409-1189	8811-607	1811-607	409-1186	602-0029	607-0028	409-1183	PARTNO	181			TOLERANCES	Unless Otherwise Specified	+1	DECIMALS 2 PL ± .015	HOLES + ,003	ANGLES ±
/	/	/	′	4	\	/	\	/	/	,	/	/	`	タ7ン							_		BY
14	13	12	11	0/	6	00	7	0	7	4	m	2	`	ITEM									REVISION
													-										REV

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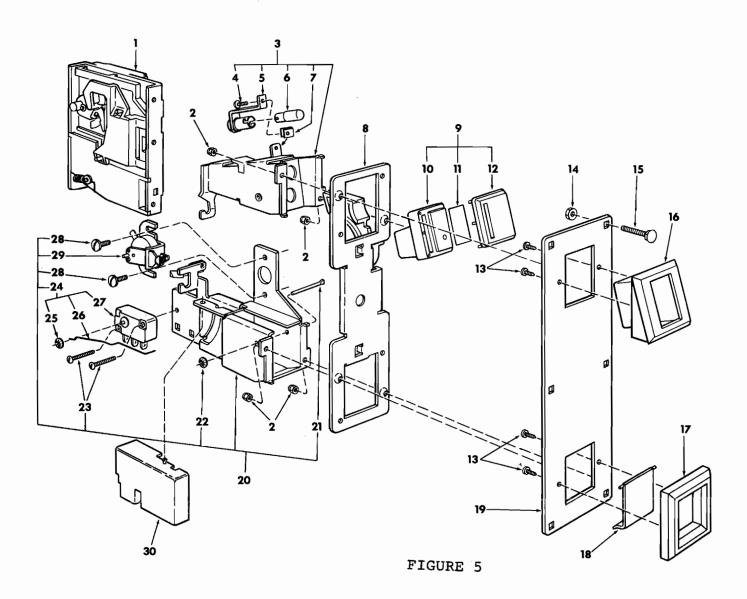
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THE MATERIAL CONTAINED HEREIN IS CONFIDENTIAL AND NO PART OF IT CAN BE REPRODUCED WITHOUT THE EXPRESSED PERMISSION OF CENTURI, INC.

⊃668£1 ±

2800-0 FRONT PLATE EXPLODED VIEW 25¢ COIN



Index No.	Part No.	Description	Index No.	Part No.	Description
1	5301-10	25¢ Coin Acceptor	16	904588	Coin Inlet Housing
2	400-4	#4-40 Self Locking Nut	17	904590	Coin Return Cover
3	404351	Coin Inlet Chute Assembly	18	904599	Coin Return Door
4	110-4-6	4 x 3/8 Screw	19	404463	Frontplate Assembly, 3-1/8" x 9-1/4"
5	904717	Lamp Socket	20	404350	Coin Return Chute Assembly
6	904716	#47 Lamp (6.3 Volt)	21	905115	Bar
7	904712	Fastener	22	904936	Keeper
8	404464	Inner Panel/Lever Assembly	23	100-4-12	4-40 x 3/4 Screw
9	404348	Coin Return Button Assembly	24	404353	Switch & Wire Assembly
10	904591	Coin Return Button	25	900651	Retainer
11	904703	25¢ Price Decal	26	904710-1	Switch Wire-Silver
12	904589-2	Reject Cover Button (25¢)	27	904845	Switch
13	345-4-5	#4 x 5/16 Pan Head Screw	28	100-6-3	6-32 x 3/16 Screw
14	406-10	#10-24 Hex Nut	29	404354	12 Volt Crem Assembly
		(Mounting Hardware)	30	904762	Switch Cover
15	905022	#10-24 x 1-1/8 Carriage Bolt (Mounting Hardware)			

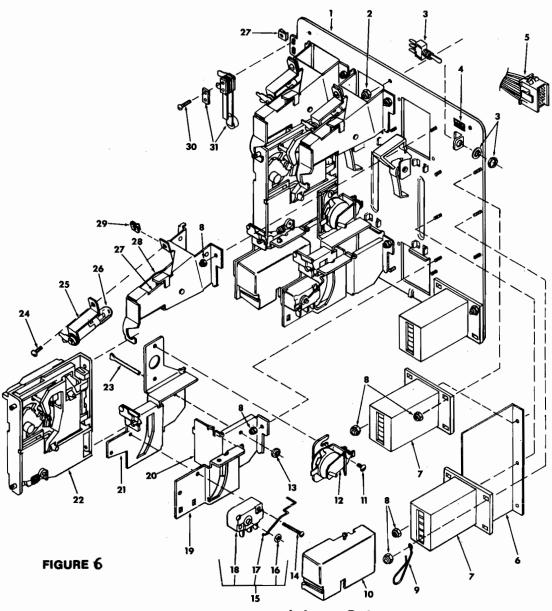
2800-0 FRONT PLATE EXPLODED VIEW

(FIGURE 5)

PARTS LIST

<u>NO</u> .	CENTURI P/N:	MANUFACTURING P/N:	DESCRIPTION:
1.	606-0966	5031-10	25¢ COIN ACCEPTOR
5.	606-0987	904717	LAMP SOCKET
6.	606-0988	904716	#47 LAMP (6.3 VOLT)
8.	606-0990	404464	INNER PANEL/LEVER ASS'Y.
10.	606-0967	904591	COIN RETURN BUTTON
11.	606-0968	904703	25¢ PRICE DECAL
12.	606-0969	904589-2	REJECT COVER BUTTON (25¢)
16.	606-0971	904588	COIN INLET HOUSING
17.	606-0975	904590	COIN RETURN BEZEL
18.	606-0972	904599	COIN RETURN DOOR
19.	606-0991	404463	FRONTPLATE ASS'Y.(3 ¹ /8"x9½")
21.	606-0986	905115	BAR
25.	606-0963	900651	RETAINER
26.	606-0964	904710-1	SWITCH-WIRE, SILVER
27.	409-1165	904845	SWITCH
29.	606-0983	404354	12 VOLT C.R.E.M. ASS'Y.
30.	606-0982	904762	SWITCH COVER
31.	606-1001	404604	COIN RETURN BUTTON ASS'Y.
32.	606-1000	905425-4	COIN INLET HOUSING

2800 SERIES COIN DOOR EXPLODED VIEW 25¢ U.S. COIN



index	-,		Index		
No.	No.	Description	No.	No.	Description
1	404429	Inner Panel With Levers Sub-Assembly	17	904710-1	Silver Switch Wire — for U.S. 25¢ Coin
2	400-8	Nut	18	904845	Switch
3	904782	Toggle Switch	19	904701	Coin Chute
4	904706	Test Switch Decal	20	904598	Coin Return Box
5		Custom Harness Assembly	21	404428	Switch and C.R.E.M. Coil Bracket
6	904822	Insulation			Assembly
7	404352	Coin Counter Assembly (6 Volt D.C.)	22	5301-10	25¢ Acceptor
8	400-4	Nut	23	905115	Bar
9	904722	Wire Key Holder	24	110-4-6	Screw
10	904762	Switch Cover	25	904717	Miniature Bayonet-Base Lamp
11	100-6-3	Screw		004717	Socket Sayonet-Base Lamp
12	404354	C.R.E.M. Coil Assembly.	26	904716	#47 Lamp (6.3 Volt)
		12 Volts D.C.	27	404418	Coin Inlet Chute Sub-Assembly
13	904936	Keeper	28	904594	Right Half of Coin Inlet Chute
14	100-4-12	Screw	29	904712	"U"-Type Fastener
15	404353	Coin Switch Assembly for U.S.	30	116-4-8	Screw
		25¢ Coin		904704	Slam Switch Assembly
16	900651	Retainer	0,1	307704	Oralli Owner Assembly

2800 SERIES COIN DOOR EXPLODED VIEW

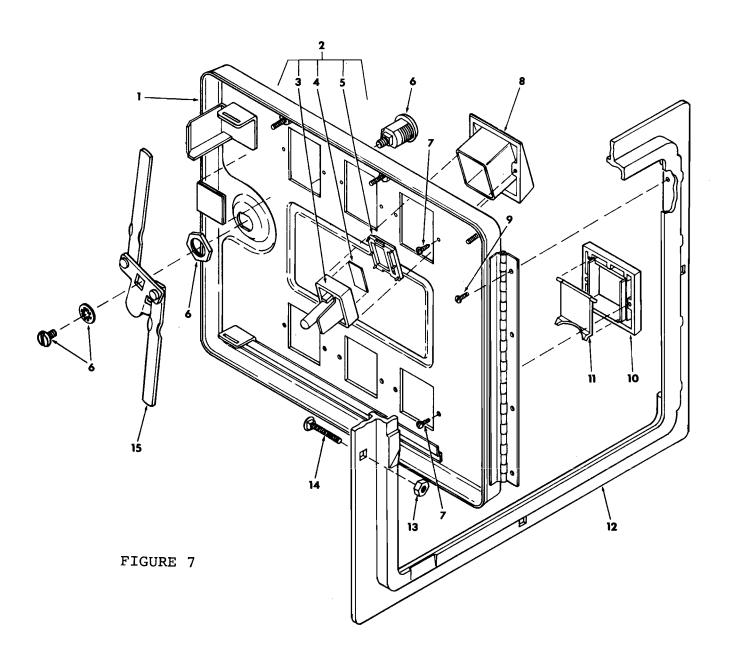
25¢ U.S. COIN

(FIGURE 6)

PARTS LIST

NO.	CENTURI P/N:	MANUFACTURING P/N:	DESCRIPTION:
1.	606-0978	404429	INNER PANEL w/LEVERS SUBASS'Y.
3.	409-1166	904782	TOGGLE SWITCH
4.	606-0979	904706	TEST SWITCH DECAL
5.	364-62-1000A		CUSTOM HARNESS ASS'Y.
6.	606-0980	904822	INSULATION
7.	419-1662	404352	COIN COUNTER ASS'Y.
9.	606-0981	904722	WIRE KEY HOLDER
10.	606-0982	904762	SWITCH COVER
12.	606-0983	404354	C.R.E.M. COIL ASS'Y. (12 VOLT D.C.)
17.	606-0964	904710-1	SILVER SWITCH WIRE - FOR 25¢ U.S. COIN
18.	409-1165	904845	SWITCH
19.	606-0965	904701	COIN CHUTE
20.	606-0984	904598	COIN RETURN BOX
21.	606-0985	404428	SWITCH & C.R.E.M. COIL BRACKET ASS'Y.
22.	606-0966	5301-10	25¢ ACCEPTOR
23.	606-0986	905115	BAR
25.	606-0987	904717	MINIATURE BAYONET-BASE LAMP SOCKET
26.	606-0988	904716	#47 LAMP (6.3 VOLTS)
27.	606-0989	404418	COIN INLET CHUTE-SUBASS'Y.
31.	409-1167	904707	SLAM SWITCH ASSEMBLY

2800 SERIES COIN DOOR EXPLODED VIEW 25¢ U.S. COIN



Index	Part		Index	Part	
No.	No.	Description	No.	No.	Description
1	404341	Coin Door Only (2 Coin)	7	345-4-5	Screw
	404341-1	Coin Door Only (3 Coin)	8	904588	Coin Button Housing
2	404348-1	Coin Return Button Assembly for	9	325-4-4	Screw
		U.S. 25¢ Coin	10	904590	Coin Return Bezel
3	904591	Coin Return Button	11	904599	Coin Return Cover
4	904703	U.S. 25¢ Price Decal	12	904581	Coin Door Frame, 11-5/8" x 13-3/8"
5	904589-2	Coin Return Button Cover for U.S. 25¢ Coin			Mounts in a 10-3/8" x 12-3/16" Opening
6	904707-1	Lock Assembly	13	406-416	Hex Nut
		•	14	904734	Carriage Bolt
			15	404357	Locking Arm Assembly

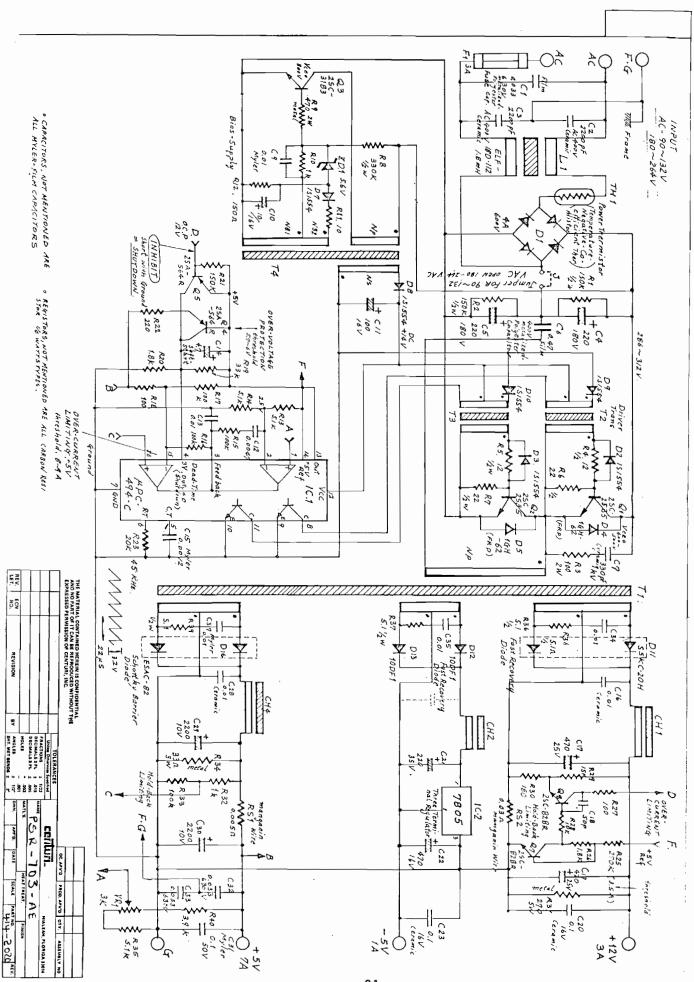
2800 SERIES COIN DOOR EXPLODED VIEW

25¢ U.S. COIN

(FIGURE 7)

PARTS LIST

\underline{NO} .	CENTURI P/N:	MANUFACTURING P/N:	DESCRIPTION:						
1.	606-0974	404341	COIN DOOR ONLY (2 COIN)						
2.	606-0976	404348-1	COIN DOOR BUTTON ASS'Y. FOR U.S. 25¢ COIN						
3.	606-0967	904591	COIN RETURN BUTTON						
4.	606-0968	904703	U.S. 25¢ PRICE DECAL						
5.	606-0969	904589-2	COIN RETURN BUTTON COVER						
6.	606-0970	904707-1	LOCK ASSEMBLY w/KEYS						
8.	606-0971	904588	COIN BUTTON HOUSING (INLET HOUSING)						
10.	606-0975	904590	COIN RETURN BEZEL						
11.	606-0972	904599	COIN RETURN COVER						
12.	606-0973	904581	COIN DOOR FRAME (11 5/8"x12 3/8")						
15.	606-0977	404357	LOCKING ARM ASSEMBLY						
16.	606-1001	404604	COIN RETURN BUTTON ASS'Y.						
17.	606-1000	905425-4	COIN INLET HOUSING						

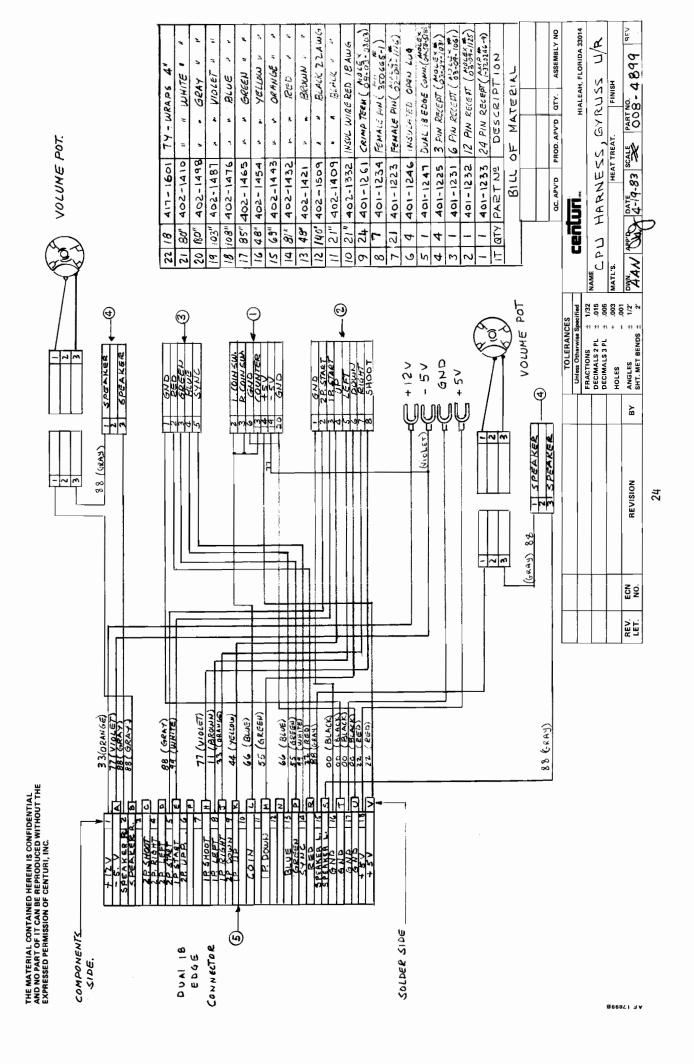


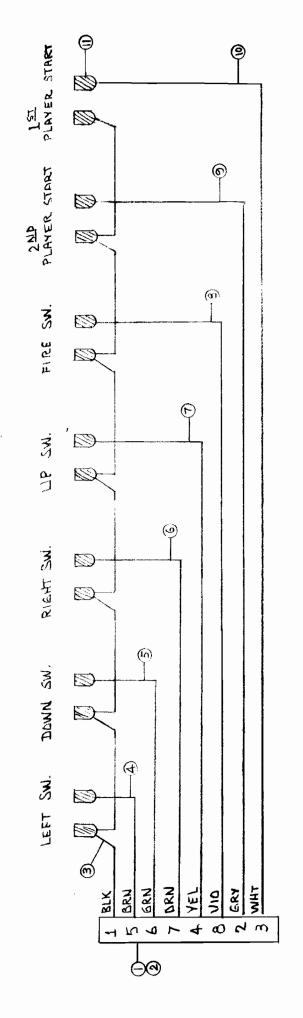
Power Supply PSR-703AE PARTS LIST (414-2020)

Symbol .	Description	Qty
D1	Bridge Stack, RB-40, 600V	1
D4,D5	Fast Recovery Diode, 1GH62	2
D2,D3,D7,	Switching Diode, 181554	6
D8,D9,D10	Fact Bassan Dieda CENCOOL	1
D11	Fast Recovery Diode, S5KC2OH	1 2 1 2 1 2 2 1 1 1 2
D12,D13	Fast Recovery Diode, 10DF1 Schotky Barrier Diode, C8P030	1
D16 ZD1	Zener Diode, 05Z, 5.6V, 500mw	i
Q1,Q2	Power Transistor, 2SC2553	2
Q3	Power Transistor, 2SC2831	ī
Q4,Q5	Transistor, 2SA564R	2
Q6,Q7	Transistor, 2SC828R	2
ÎC Î	Switching Control, UPC494C	1
IC 2	Regulator IC, 7805 (1A)	1
T1	Power Transformer, SM2335	1
T2,T3	Driver Transformer, SM2215B	2
T4	Power Transformer (Sub) SM2376	
CH1	Choke Transformer, SM2219	1
CH2	Choke Transformer, SM2376B	1
CH4	Choke Transformer, SM2366	1
L1	AC Line Filter, ELF-18D-112	1
TH1	Power Thermistor, TD18-010	1
C2,C3	Ceramic Capacitor, 2200pf, AC400V	1 1 2 1
C1	Capacitor, Metalized, 0.033mf, 600V	1
C6		i
C15	" , Mylar, 0.001mf, 50V " , 0.01mf	5
C9,C13,C34, C35,C37	, 0.011111	•
C12	" , 0.0047mf	1
C31	" , 0.1mf	ī
C18	Capacitor, Ceramic, 50pf, 50V	ī
C7	" , 330pf, 1kv	1
C16,C28	" , 0.01mf, 16V	2
C20,C23	" , 0.1mf, 16V	1 2 2 1
C14	Capacitor, Electrolytic, 4.7mf, 25V	_
C10	" , 10mf, 16V	1
C11	" , 100mf, 16V	1
C21	" , 220 mf, 35V	1
C22	" , 470mf, 16V	1
C17,C19	, 4/UIII, 25V	1 2 2 2
C29,C30	, 2200111, 104	2
C4, C5	, 22011, 1004	1
R31	Resistor,Cement, 270 ohm, 5W ", Oxide Metal Film, 33 ohm, 3W	i
R34	" " " , 470 ohm, 2W	i
R9 R3	" " " 100 ohm,2W	i
K 3	, 100 Onni, 2n	-

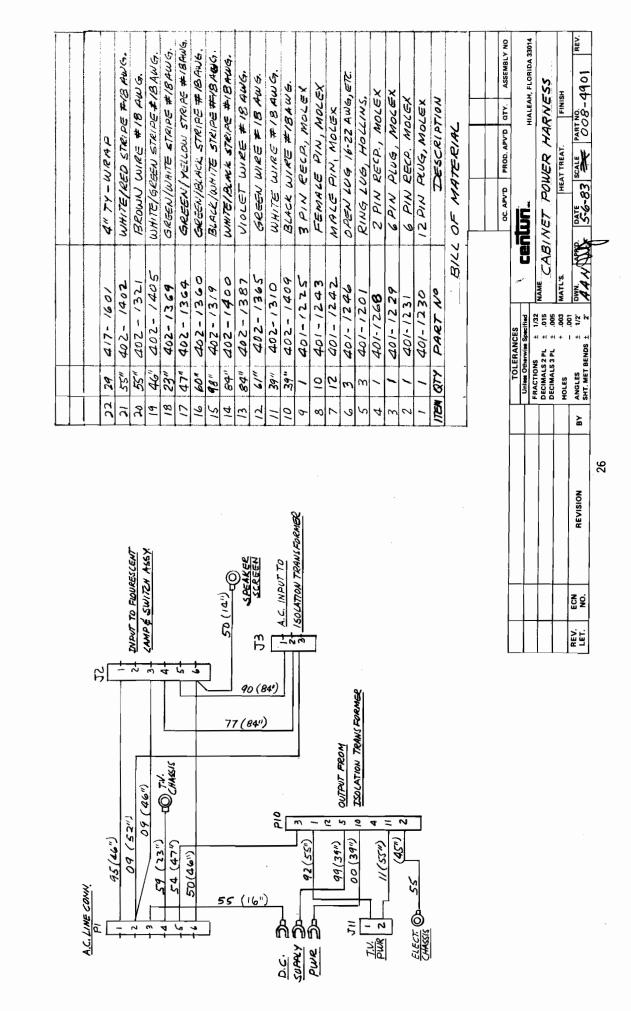
POWER SUPPLY PSR-703AE PART LIST (414-2020)

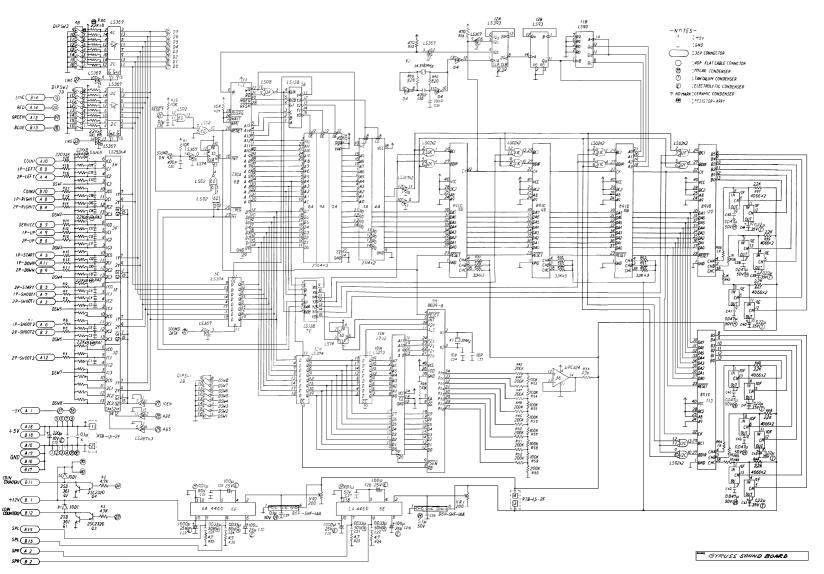
Symbol .	Description			Qty
R36,R37,R39	Resistor, Ca	rbon,	5.1 ohm, 1/2 W	3
R4,R5	(1		12 ohm, 1/2 W	3 2 2 2
R6,R7	11		22 ohm, 1/2 W	2
R1,R2	n		150K ohm, 1/2 W	2
R8	ti		330K ohm, 1/2 W	1
R12	(1	",	150 ohm, 1/4 W	1
R10	u		1K ohm, 1/4 W	$\bar{1}$
R11	II	# 1	10 ohm, 1/4 W	1
R40	ll.	. ,	3.9K ohm, 1/4 W	ī ·
R35	IL		5.1K ohm, 1/4 W	ī
R18,R27	11		100 ohm, 1/4 W	2
R30	II	и,	180 ohm, 1/4 W	<u></u>
R22	11		220 ohm, 1/4 W	ī
R32	H		1K ohm, 1/4 W	ī
R26	H ,		1.8K ohm, 1/4 W	ī
R12,R14	II		5.1K ohm, 1/4 W	$\bar{2}$
R28	ti .	. ,	10K ohm, 1/4 W	ī
R29	81		15K ohm, 1/4 W	ī
R23	II .		20K ohm, 1/4 W	ī
R19	H		6.8K ohm, 1/4 W	ī
R15,R16,R17,R33	II .	II	100K ohm, 1/4 W	4
R21	tt		150K ohm, 1/4 W	i
R25	11		270K ohm, 1/4 W	ī
R20	II	н ' "	390 ohm, 1/4 W	ī
VR1	Semi-fixed		tor, GFD6-B 3K	ī
RS1			Wire, A-2145	1
RS2			Wire, 1.0 Ø x 55m/m	1
F1	Fuse, 3 amp			1
	Fuse Holder		07	1

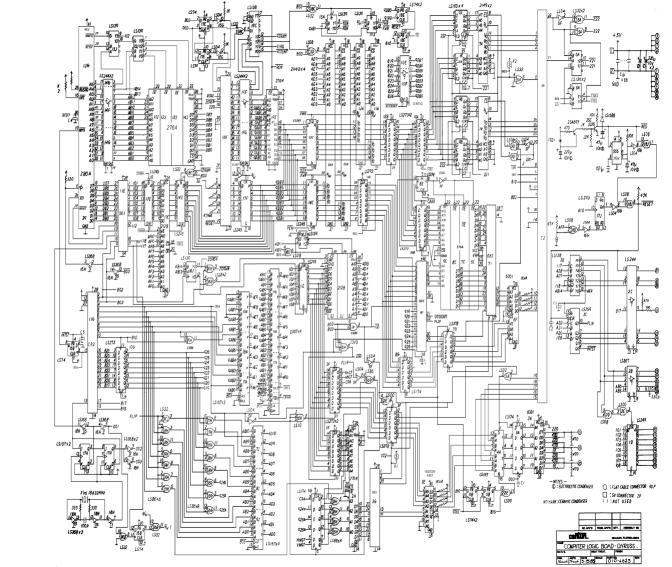




							QC. APV'D PROD. APV'D QTY. ASSEMBLY NO			CONTROL PANEL HARNESS	HEAT TREAT. FINISH	DATE SCALE PART NO. 4878 REV.
417-1601 4" TIE WRAP		_		402-1487 STRANDED WINE	402-1454 STRANDED WIRE	Y PART NO. DESCRIPTION	DF MATERIALS	TOLERANCES	Unless Otherwise Specified	PL + .015 NA PL + .005	+	ANGLES ± 1/2° DWN SHT. MET BENDS ± 2°
12 AR	11 14	10 38	9 35"	8 33"	1 31"	They ary	IF MAT					BY
6 24" 402- 1443 STRANDED WIRE	402-1465 STRANDED WIRE	402-1421 STRANDED WIRE	87" 402-1509 STRANDED WIRE	401-1222 MALE PIN MOLEX	401-1230 03-04-2122 MOLEX		BILL D					REVISION
4" 402-	24" 402-	29" 402-	7" 402-	8 401-	1 401-	TY PART						Z ()
6 2	5 2	4 2	3 8	2 8	1	Ser O.						PCN NO.
L4					, ,	<u>```</u>						REV. LET.









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